

## ABSTRACT

Systems and methods remotely aggregate codecs, media player standards, or other media format access data such that a media player resident on a client device can access the content of media files of virtually any media format through a single universal media player having a graphical user interface. Thus, the user need not utilize multiple media players or manually associate of media file types with the appropriate media player. The most recent versions of media formats are maintained remotely such that updates are provided via a network interface between the client device and the remote server. Program modules that generate the universal media player are also remotely managed by the remote server such that the application is continually updated. Whenever a user encounters a media file of a previously unencountered or unsupported media file type, the universal media player retrieves the appropriate media format access data to access the file.